

- Sub B1> 17. A method for an electronic computer game, said method comprising:
- inputting names and ages of a plurality of players to a potential players listing;
  - selecting names from said players listing for playing or not playing a subsequent game to thereby produce an actual player listing;
  - electronically storing said names and ages of said potential players listing such that said names and ages are available for all subsequent games without reentering said names and ages except for respective of said names and ages that are selectively deleted from said potential players listing;
  - displaying a game board on a computer screen;
  - providing a game piece for each of said names of said actual player listing;
  - automatically moving a game piece on said game board for each of said names of said actual player listing;
  - asking a random question in turn to a respective player on said actual player listing as a respective of said game pieces is moved;
  - inputting by said respective player an answer to said question; and
  - automatically accumulating a score for each name of said actual player listing.
18. The method of claim 17, further comprising:
- automatically adjusting said score of each name of said actual player listing based said ages.
19. The method of claim 17, further comprising:
- automatically and randomly selecting mystery positions on said game board such that said mystery positions are not visible on said computer screen, and
  - asking a plurality of random bonus questions when said respective player lands on said mystery position.
20. The method of claim 17, further comprising:
- providing that said random question tests said respective player's religious instruction, and
  - awarding said respective player with an attractive certificate.

21. A recording medium bearing a computer-executable game with a method of play, the method comprising:
- displaying a game board on a computer screen;
  - automatically and randomly selecting one or more mystery positions on said game board such that said mystery positions are not visible on said computer screen;
  - displaying a game piece for each player
  - automatically moving in turn a game piece on said game board for each player;
  - asking a random question to each player;
  - inputting an answer to said question by each player;
  - asking at least one random bonus question when each player lands on said mystery positions;
- and
- automatically accumulating a score for each name of said actual player listing.
22. The method of claim 21, further comprising:
- asking for input regarding how many mystery positions are provided on said game board.
23. The method of claim 21, further comprising:
- providing a score for each question, said score being based on said question difficulty and a length of time required for said inputting of said answer.
24. The method of claim 21, further comprising:
- inputting names and ages of a plurality of players to a potential players listing.
25. The method of claim 24, further comprising:
- selecting names from said potential players listing for playing or not playing a subsequent game to thereby produce an actual player listing;
  - electronically storing said names and ages of said potential players listing such that said names and ages are available for all subsequent games without reentering said names and ages;

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26. The method of claim 25, further comprising:  
automatically adjusting said score of each name of said actual player listing based on said ages.
27. A method for a computer game, said method comprising:  
displaying a game board on a computer screen;  
automatically and randomly selecting one or more mystery positions on said game board such that said one or more mystery positions are not visible on said computer screen;  
displaying a game piece for each respective player  
automatically moving in turn a game piece on said game board for each player;  
asking a random question to each player;  
inputting an answer to said question by each player;  
asking at least one random bonus question when each player lands on said one or more mystery positions;  
automatically accumulating a score for each name of said actual player listing;  
automatically adjusting said score based on a difficulty of said question; and  
automatically adjusting said score based on a time required by each respective player for said inputting of said answer.
28. The method of claim 27, further comprising:  
automatically adjusting said score of each name of said actual player listing based on a respective age stored on said potential players listing.
29. The method of claim 27, further comprising:  
inputting names and ages of a plurality of players to a potential players listing.
30. The method of claim 29, further comprising:  
selecting names from said players listing for playing or not playing a subsequent game to

thereby produce an actual player listing;

electronically storing said names and ages of said potential players listing such that said names and ages are available for all subsequent games without reentering said names and ages;

31. A method for an electronic computer game utilized to provide religious teaching, said method comprising:

displaying a game board on a computer screen;

automatically and randomly selecting one or more mystery positions on said game board such that said mystery positions are not visible on said computer screen;

displaying a game piece for each player;

automatically moving in turn a game piece on said game board for each player;

asking a random question concerning religious instruction to each player;

inputting an answer to said question by each player;

displaying an initial score for each said question related to a level of difficulty;

decreasing said initial score for each said question in response to time required for said inputting of said answer;

displaying whether said answer is correct and producing a biblical reference related to said answer; and

asking at least one random bonus question each time when each player lands on said one or more mystery positions; and

automatically accumulating a score for each player.

32. The method of claim 31, further comprising:

automatically adjusting said score for each player based on an age of said player.

33. The method of claim 31, further comprising:

inputting names and ages of a plurality of players to create a potential players listing.

34. The method of claim 33, further comprising:  
selecting names from said potential players listing for playing or not playing a subsequent  
game to thereby produce an actual player listing.
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